CONTENTS

PAGE 1: Rapid Fire & Burst Fire, Akimbo (Dual Trigger)
PAGE 2: Default Modes, Changing Modes, Mimic
PAGE 3: Sub Modes, Jitter Fire, Drop Shot, Drop Shot (tactical layout)
PAGE 4: Jump Shot, Quick Scope, Auto Aim, COD Fast Reload
PAGE 5: Battlefield Auto Spotting, GOW Perfect Active Reloads
PAGE 6: Adjusting and programming modes
PAGE 7: Programmable speed settings table
PAGE 8: Advanced Feature management

RAPID FIRE

To activate rapid fire, tap the "**Mod**" button located on the back of the controller. You will see the player 4 LED start flashing indicating Rapid Fire is now activated. To turn off rapid fire tap the "**Mod**" button again and the player 4 LED will stop flashing indicating rapid fire is turned off.

BURST FIRE

To activate burst fire HOLD the "**X**" button and then tap the "**Mod**" button. The player 4 LED will turn on solid to indicate that burst fire is activated. The burst fire will fire at the current speed/burst settings which can be adjusted within programming mode. You can tap the "**Mod**" button to turn burst fire on/off while activated. To deactivate hold "**X** "and tap the "**Mod**" button.

AKIMBO [Dual Trigger Rapid Fire]

With akimbo activated you will have rapid fire on both the left and right triggers (independently), this is great for akimbo or dual weapons in Call of Duty and other FPS games. To activate akimbo HOLD the "**left trigger**" and tap the "**Mod**" button, repeat to deactivate. While active, the player 3 LED will remain lit.

MODE AND DEFAULT SPEED CHART

MODE	SPEED	COMPATIBLE GAMES
MODE 1:	8.33sps	COD (MW2, MW3, Black Ops) Rifles
MODE 2:	11.35sps	COD (MW2, MW3, Black Ops 1 & 2) Pistols
MODE 3:	16.67sps	COD (Black Ops 2) Rifles, GTA 4, Left 4 Dead
MODE 4:	20sps	Halo series
MODE 5:	8.33sps	COD - Word at War Only - Riffles
MODE 6:	10sps	COD - Word at War Only - Pistols
MODE 7:	6.85sps	Gears of War - Hammerburst
MODE 8:	8sps	Gears of War - Pistols
MODE 9:	20sps	Open Mode – Default 20 SPS
MODE 10:	25sps	Open Mode – Default 25 SPS

CHANGING MODES

There are 10 modes to select from. Each is pre-programed with a specific speed, but can be independently programmed to an new speed (See page 6). To change to the next mode you must HOLD the "**Mod**" button on the back of the controller for 3 seconds. You will see the player 3 & 4 LEDs flash together, count the number of flashes of the LEDs. This will indicate which mode you are currently in. (2 flashes = Mode 2) (3 flashes = Mode 3). You can also scroll back to the previous mode by holding the right trigger along with the mod button.

MIMIC [Auto Akimbo]

To activate or deactivate HOLD the "**back**" button and tap the "**right trigger**". When using mimic , the right trigger controls both the left trigger and the right trigger at the same time. If the left trigger is enabled for rapid fire (see page 1) and rapid fire is turned ON than the left trigger will also rapid fire, otherwise it works as normal allowing you to scope automatically when firing.

SUB MODES

Several of the following controller features have sub modes. Sub modes are modifications to the main feature. These will be explained in the description of each feature. To change a sub mode HOLD the "**back**" button + the "**Mod**" button, while holding both, tap the corresponding features button to change the Sub-Mode. For example, to change the Jitter sub mode you would HOLD "**back**" + the "**Mod**" button then tap "**Y**", the Player 3 LED will flash to indicate which sub mode you are currently in.

JITTER FIRE [All COD Except MW3]

Jitter takes advantage of a glitch in most COD games allowing for faster firing of just about all weapons including shotguns and 3-Round burst weapons. To activate the jitter mod HOLD the "**Y"** button and tap the "**Mod**" button. Jitter has 2 sub modes.

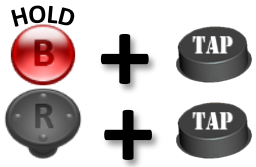
Sub Mode 1 (Default) = XYY Jitter

Sub Mode 1 (Default) = XYY Jitter (Black Ops 2 Compatible)

Sub Mode 3 = YY Jitter (World at War)

DROP SHOT (standard Layout)

DROP SHOT (Tactical Layout)



Drop shot allows you to automatically drop to prone as soon as you start firing and stand up when you stop. The GM MASTER supports both standard button layouts and tactical button layouts. To activate drop shot for standard button layouts HOLD "**B**" and tap the "**Mod**" button. To activate drop shot for tactical button layouts HOLD in the "**right thumbstick click**" and tap the "**Mod**" button. Drop shot has 4 sub modes and you must always use "**B**" for changing the sub mode.

Sub Mode 1 (Default) = Always Drop/Stand automatically

Sub Mode 2 = Drop/Stand, if NOT Aiming Down Sights

Sub Mode 3 = Drop Only

Sub Mode 4 = Drop Only, if NOT Aiming Down Sights

JUMP SHOT

With jump shot you will jump automatically as soon as you start to fire. To activate jump shot HOLD "**A**" and tap the "**Mod**" button. Jump shot has 4 sub modes.

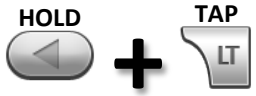
Sub Mode 1 (Default) = Jump only once

Sub Mode 2 = Continuous Jumping (Slow Jump Speed)

Sub Mode 3 = Continuous Jumping (Medium Jump Speed)

Sub Mode 4 = Continuous Jumping (Fast Jump Speed)

QUICK SCOPE



With Quick Scope active just hold the left trigger and You will scope and automatically fire at the exact moment the accuracy of being scoped kicks in. To activate HOLD "**Back**" and tap the "**LT**" button. Quick scope has 2 sub modes.

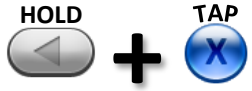
Sub Mode 1 (Default) = Quick Scope

Sub Mode 2 = Quick Scope + Rapid Fire

AUTO AIM

The auto aim feature **ONLY WORKS WITH ZOMBIES & CAMPAIGN GAMES AND DOES NOT WORK WITH ONLINE MATCHING GAMES.** The auto aim is a feature for left trigger, auto aim will work with both rapid fire on and off. To activate auto aim HOLD "**Back**" and tap the "**A**" button.

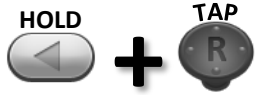
ADJUSTABLE FAST RELOAD



Works with all COD games except MW3. Shave precious milliseconds off your reload time by cancelling part of the reload animation. To activate HOLD "**Back**" and tap the "**X**" button.

Adjust by holding "**X"** until you see your ammo indicator at the bottom of the screen show you are "full" then release. At this moment your clip is full and the remaining reload animation can be cancelled. Once adjusted, just tap "**X"** as normal to fast reload.

BATTLEFIELD 3 AUTO SPOTTING



With auto spotting active the controller will automatically press the "BACK" button once every second (the max rate allowed by the game). When you are aiming at an opponent they will be marked with an indicator above their head for you and your team to see, giving your team a significant advantage. To activate HOLD "**Back**" and click the "**Right Thumbstick**"

Sub Mode 1 (Default) = On only when Aiming down sights

Sub Mode 2 = On all the time

GOW PERFECT ACTIVE RELOADS

Have perfectly timed active reloads for the most popular weapons in Gears of war automatically. When using this mod you select the weapon you are using by following the process below. Once selected you reload as normal by pressing "**RB**" and the second press of "**RB**" will be timed perfectly and automatically. To activate HOLD "**RB**" and tap the "**Mod**" button. While active the player 3 LED will remain Lit.

Sub Mode 1 (Default) = Gears of War 2

Sub Mode 2 = Gears of War 3

SET GOW ACTIVE RELOAD WEAPON

To set the weapon you want to perfect active reload you must HOLD the "**Back**" button and tap "**RB**". You will tap "**RB**" 1-6 times depending on the weapon you want to select from the list below. When you release "**Back**" the player 3 LED will quickly flash 1-6 times to confirm your selection.

GEARS OF WAR 2 WEAPONS

1. Lancer/Hammerburst
2. Pistols
3. Shotgun
4. Sniper/BoomShot

GEARS OF WAR 3 WEAPONS

1. Lancer
2. Hammerburst
3. Pistols
4. Sniper/BoomShot
5. Shotgun
6. Retro Lancer

Programming the Adjustable Rapid/Burst Fire Settings

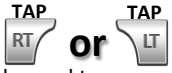
Each rapid fire mode can be programmed to one of 50 different speed between 4 and 50 shots per second. You can also set the burst fire for each mode from 2 – 10 shots per burst.

Enter/Exit the Programming Mode:

(5 sec)

To enter or exit the programming mode you must first press and hold the mod button and within 2 seconds press and hold both the left and right triggers. Continue to hold all three for 5 seconds. You will see the player 4 LED flash on for 2 seconds them go out. You have now entered or exited the programming mode and can release both triggers and the mod button.

Change Rapid Fire speed:



To change the rapid fire speed you only need to press and release the left or right trigger. The right trigger to make the speed faster and the left trigger to make it slower. The player 4 LED will flash every time you press the right rigger and the player 3 LED will flash every time you press the left trigger to indicate you have made a change. Once you have reached the MIN or MAX speed the LED will no longer flash.

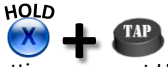
Change Burst Fire Quantity:

To change the number of shots fired with the burst fire you must HOLD down the X button and while holding follow the same procedure as changing the rapid fire by pressing the left or right triggers.

Check Rapid Fire speed Setting:

To check the currently set rapid fire speed you only need to tap the mod button. The player 3 Led will flash the "tens" and position and the player 4 will then flash the single digit. (example. Player 3 flashes 3 times, followed by the player 4 flashing 6 times, you are now at speed setting 36) Refer to the table on the next page for all of the speed settings.

Check Burst Fire Setting:



To check the currently set burst fire setting you must HOLD the X button and while holding X tap the mod button. The player 4 Led will flash 2-10 times to indicate the number of shots set for the burst fire.

Reset Current Mode to Default settings:

(7 sec)

To reset the rapid fire mode you are currently editing to the factory default you must hold both the left and right triggers together for 7 seconds. After 7 seconds the player 3 and 4 LED's will both flash very fast for 2 seconds and the Programming mode will automatically be exited with the default settings saved.

MASTER RESET:

(7 sec)

Resets ALL modes, speeds and sub modes to their default settings. Hold X + Y + B + A for 7 seconds. You will see the player 3 LED flash then the player 4 LED, then both. All settings will be set to default and the programming mode will be exited.

RAPID FIRE SPEED SETTINGS TABLE

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	50	26	13.89
2	45.5	27	13.51
3	41.7	28	13.16
4	38.4	29	12.5
5	35.7	30	12.2
6	33.3	31	11.91
7	31.25	32	11.63
8	29.4	33	11.42
9	27.8	34	11.11
10	26.3	35	10.64
11	25	36	10.3
12	23.91	37	10
13	22.73	38	9.8
14	21.74	39	9.62
15	20.83	40	9.36
16	20	41	9.09
17	19.23	42	8.62
18	18.52	43	8.33
19	17.86	44	8.2
20	17.24	45	8
21	16.67	46	7
22	16.13	47	6.67
23	15.63	48	6
24	15.15	49	5
25	14.71	50	4

Important Rapid Fire Speed Information!

The GM MASTER allows you to set rapid fire speeds up to 50 shots per second, but you must be aware that setting the rapid fire to the maximum will NOT work for most games. All games have limitations on the rates at which weapons can fire. Our default mode settings are already optimized to the fastest possible speeds for the games/weapons listed on page 2.

The possibility to change these settings are available for you to experiment with and find settings that best compliment your playing style and to be able to create modes for current and future games which are not part of the default setup.

ADVANCED FEATURE MANAGMENT

All features with the exception of rapid fire and burst fire have an advanced management option that allows you to disable them. This is especially useful if you find there are features you do not use and do not want the possibility to accidentally activate the feature.

ENTER (AFM)

(7 sec)

To enter the Advanced Feature management you must have the controller ON and the rapid fire must be turned OFF. Hold the (right trigger + left trigger + B + Y + X) together all at the same time for 7 seconds. After 7 seconds you will see both player 3 and 4 LEDs flash 10 times very fast. After this you can release all of the buttons.

MANAGING FEATURES

Now that you are in the AFM you can enable or disable any of the features listed below by just tapping the corresponding button. When you tap one of the buttons you will see the player 4 LED flash either 1 or 2 times.
1 flash = Feature is now ENABLED, 2 flashes = Feature is now DISABLED.

- **Mimic**
- **Jitter Fire**
- **Drop Shot**
- **Auto Aim**
- **Jump Shot**
- **Quick Scope**
- **COD Fast Reload**
- **GOW Perfect Reloads**
- **Battlefield Auto Spotting**

EXIT ADVANCED FEATURE MANAGMENT

To exit AFM just tap the "**Mod**" button. You will again see the player 4 LED flash 10 times.

If you have questions regarding any feature please contact us at 1-800-280-4032

2013 SELECTIONS

THANK YOU

GENIUSMODS

Thank you for purchasing one of our custom XBOX 360 GM MASTER controllers. We appreciate your business, and work hard to provide excellent customer experience. If you have any questions about your new controller, please contact us at support@geniusmods.com, and by phone at 1-800-280-4032

SOCIAL MEDIA

Like us on FACEBOOK [facebook.com/GENIUSMODS], and follow us on TWITTER [@GENIUSMODS] for updates on monthly contests and giveaways.

TUTORIALS

For video tutorials and FAQs, visit our website at www.GENIUSMODS.com

YouTube.com/geniusmods360

@geniusmods

Facebook.com/geniusmods

@_geniusmods

GENIUSMODS

GM MASTER

USER MANUAL

RAPID FIRE | BURST FIRE | AKIMBO | JITTER | QUICK SCOPE | MIMIC | DROP SHOT | JUMP SHOT | GOW PERFECT RELOAD | AUTO AIM | QUICK RELOAD | AUTO SPOTTING | 10 PROGRAMMABLE MODES

www.GENIUSMODS.com
support@geniusmods.com
1-800-280-4032
215 RUTGERS ST • FL 2 • MAPLEWOOD, NJ 07040

MOD BUTTON FUNCTIONS

The following functions are controlled by holding the indicated controller button and then tapping the mod button on the back of the controller.

Dual Rapid Fire – Rapid fire on both triggers independently. (hold left trigger)
Burst Fire – Programmable burst fire for semi-automatic weapons.
GOW Active Reloads – Have perfectly timed active reloads in GOW automatically.
Jitter – Turn any weapon full auto, even 3-round burst and shotguns.
Drop Shot – Drop down to prone automatically as soon as you start to fire.
Jump Shot – Jump automatically when you start to fire.
Mod Button – Located on the back of the controller under the right thumbstick. Use for turning rapid fire and other controller features on/off.

BACK BUTTON FUNCTIONS

The following functions are controlled by holding the controllers "Back" button (left of the guide button), then tapping the indicated controller button

Quick Scope – Scope and fire automatically the fastest possible time. (hold left trigger)
Fast Reload – Shave precious milliseconds off your reload time.
Mimic – The right trigger controls the left trigger. (hold right trigger)
GOW Set reload weapon Select the weapon you want to use for the perfect active reloads.
Auto Aim – Auto lock on your target while aiming down sights.
Battlefield Auto Spotting – Spot targets automatically without needing to press the back button.
Back Button – Used for changing additional controller features.

WWW.GENIUSMODS.COM